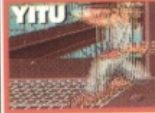
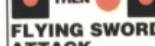


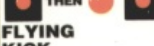
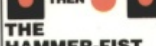
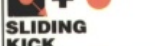
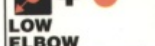
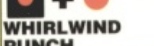
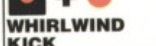
amiga ^{BODY}BLOWS

FORCE PART TWO OF OUR SPECIAL MOVES GUIDE

 DUG THEN  FLYING SLAM	 DUG  LOW KICK	 YITU  SUPER LEAP	 YITU HOLD  SPEED OF LIGHT
 YITU  SPEED PUNCH	 YITU  LOW KICK	 YITU  SLIDING LOW KICK	 YITU THEN  HIGH KICK
 YITU THEN  FLYING KICK	 NINJA  NINJA DEATH ROLL	 NINJA  THE SHADOW	 NINJA HOLD  SUPER SHADOW
 NINJA THEN  NINJA SWORD SPIN	 NINJA  SLIDING JAB	 NINJA  SWORD ATTACK	 NINJA THEN  FLYING SWORD ATTACK

amiga ^{BODY}BLOWS

FORCE PART ONE OF OUR SPECIAL MOVES GUIDE

 LORAY HOLD  FLAME OF BUD-DHA	 LORAY  LOW ROUND-HOUSE	 LORAY  FLYING KICK	 LORAY  HIGH KICK
 LORAY  LOW PUNCH	 KOSSAK  THE SLEDGEHAMMER	 KOSSAK  THE EARTHCHARGE	 KOSSAK HOLD  DRILLER KILLER
 KOSSAK THEN  FLYING KICK	 KOSSAK THEN  THE HAMMER-FIST	 KOSSAK  SLIDING KICK	 KOSSAK  LOW ELBOW
 MIKE  WHIRLWIND PUNCH	 MIKE  WHIRLWIND KICK	 MIKE HOLD  THE TORNADO	 MIKE  SLIDING LOW KICK

amiga SYNDICATE

FORCE LEARN HOW TO BE A GUN-TOTING HODDLUM!

 ACCESS CARD	 FLAME THROWER	 GAUSS GUN	 LASER
 LONG RANGE	 MEDI-KIT	 TIME BOMB	 UZI
 MINI GUN	 PERSUADERTRON	 PISTOL	 SCANNER
 SHOTGUN	MODIFICATIONS Of all the body modifications available to your cyborgs, the metal chest cage is most important, lessening damage from bullets. Arms come in handy for carrying loads of weapons.		

MONORAIL

You often have to wait a while for the train to arrive. When it does, make sure it's stopped before you get on — you can easily get crushed under the wheels.



CAR

All your agents can get in the car to zoom around the city — much faster than walking. However, it's best to get out if an agent starts firing at you — if the car blows up your agents all catch fire!



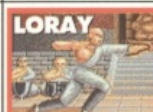
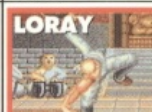
amiga ^{BODY!}BLOWS

FORCE PART TWO OF OUR SPECIAL MOVES GUIDE

 THEN  HIGH KICK	 THEN  FLYING KICK	 +  BODY/MID KICK	 +  HIGH SPLITS KICK
 +  THE JAW BREAKER	 +  LOW SPLITS KICK	 THEN  FLYING SPLITS KICK	 HOLD  FLAMENCO FURY
 THEN  FLYING KICK	 +  SLIDING LOW KICK	 +  BATTERING RAM	 +  SUPER SLAM
 +  HAMMER HOOK	 THEN  BODY SLAM	 HOLD  EARTH TREMOR	 THEN  FLYING KICK

amiga ^{BODY!}BLOWS

FORCE PART ONE OF OUR SPECIAL MOVES GUIDE

 +  POWER PUNCH	 +  SUPER ROUNDHOUSE	 HOLD  INNER ENERGY BOLT	 THEN  DEFLECTOR BOLT
 THEN  FLYING KICK	 THEN  HIGH KICK	 +  SLIDING LOW KICK	 +  IRON UPPERCUT
 +  THE BLITZ	 HOLD  FIST OF FURY	 THEN  FLYING KICK	 THEN  FLYING HOOK
 +  THE ROUNDHOUSE	 +  LOW JAB	 +  ARROW HAND	 +  SUPER SPINNING KICK

amiga SYNDICATE

FORCE LEARN HOW TO BE A GUN-TOTING HODDLUM!



Alaska DF3	Western B3	Algeria C3	Arabia B3	Mozambique E4
Northwest Territories B3	Eastern B3	Libya A1	India A5	Western E5
Northeast Territories E4	Kazakhstan B3	Iraq A4	Pacific Rim A4	Australia C4
Greenland B3	Mongolia B3	Iran A4	Mexico C4	Northern Territories E4
Scandinavia B1	Far East C3	China C4	Columbia A4	New South Wales G4
Siberia C2	Newfoundland C3	Colorado B3	Nigeria B4	Paraguay B4
Kamchatka AB3	California B3	Southern States A4	Zaire B5	Argentina B4
Yukon B2	Rockies BD4	Atlantic C5	Kenya A4	Uruguay DF4
Central Europe C1	Mid West A3	Accelerator B5	Peru A5	Indonesia B5
	New England B3	Mauritania A3	Venezuela A4	
		Sudan A3	Brazil A4	
			South Africa A4	

MISSION TYPES

- A. Assassinate Target(s)
 - B. Kidnap/Rescue Person(s)
 - C. Kill Enemy Agents
 - D. Destroy Vehicle(s)
 - E. Capture Equipment
 - F. Capture Vehicle
 - G. Kill Police Officers
- Some missions have multiple objectives: eg AF = assassinate target and capture vehicle.

DIFFICULTY

- 1. Easy introductory level.
- 2. Not too difficult with right equipment.
- 3. Quite tricky with more enemy agents.
- 4. Much harder with better-armed enemies.
- 5. Very tricky indeed!